You've been working on your modified G.I. Joe combat cycle for months and you are just putting in the unusually powerful fuel now. A few drops spill from the special container and sizzle on the floor, burning a hole into the concrete. This is strong stuff! The potent fuel is your latest invention, and it will either move your cycle faster and farther than a cycle has ever gone before—or blow up in your face.

As you're capping the fuel tank, Quick Kick runs in.

"Wheels, Duke needs you fast in the briefing room. We've got COBRA problems with your name written all over them."

You look sadly at your cycle. It's got all the latest weapons and armor. You were really hoping to take a test drive, but orders are orders. In seconds you reach the conference room. Then you remember the fuel! You hope it doesn't eat a hole in the tank of the cycle.

"Wheels," Duke says, pointing to the world map behind him. "COBRA's at it again in Africa, in the Italian Alps, and in New Mexico. We'll need you to check things out."

"Duke," you say with a laugh, "I'm fast, but working in all those places at once would be too much even for me."

Everyone laughs at your joke. They know you pride yourself on driving anywhere at any time at breakneck speed. But Duke barely smiles. This must be serious.

Turn to page 2.

Duke explains the problem. "Flint and Lady Jaye have a team in Africa. They've discovered a small, secret COBRA lab. This place has been working on a new COBRA battle cycle. It should be just up your alley, Wheels, and they want help checking it out."

You start to speak, but Duke keeps going.

"If that isn't enough, Bazooka's squad in New Mexico was on routine patrol when they ran into a new COBRA battle tank. Bazooka said it took everything our guys sent at it and still kept going. Only a lucky shot by one of Bazooka's high-powered anti-tank rockets took it out. He's asking for help too.

"We got the last call only ten minutes ago. It was from Iceberg and Sci-Fi in the Italian Alps. They're on vacation, but while they were skiing they saw a new combat plane with COBRA markings fly over their hill. They tracked it back to a small valley far off the normal ski trails. I've ordered them to just watch the place until we send some backup."

Everyone in the room looks at you. They know you are the expert on new COBRA weapons and vehicles. You're the one who should go immediately. But where should you go first?

Go on to page 3.

The problem in Africa seems very pressing and you'd love to get a look at that new COBRA cycle. But the situation in New Mexico seems grave too—you'd really like to have a chance to destroy that tank before COBRA starts making thousands more like it. And as for the Alps . . . if there is a new combat jet, you'd certainly like a chance to stop it while it's still in the testing stage.

Too bad you can't be in three places at once!

If you want to meet Lady Jaye and Flint in Africa, turn to page 30.

If you think you'd better go to New Mexico, turn to page 40.

If you think the Alps is the number-one trouble spot, turn to page 50.

You know that Zartan is bluffing. The three COBRA agents are outnumbered. You reply with a blast from your rocket launchers.

Zartan and his brother and sister turn around and begin to retreat into the trees. You roar after them on your combat cycle. They lead you through a twisting path that cuts sharply by a hidden river and then swerves back through a marshy lowland.

Looking back, you realize that you have left your teammates far behind. You are rapidly closing in on the three fleeing COBRAs.

Should you attack—or wait for your comrades to catch up and help you? Decide quickly, Wheels—before you crash right into Zartan!!

Attack? Turn to page 32.

Wait for help from your teammates? Turn to page 17.

You go around the rim of the valley the long way and then head down to the control center. You hope to draw off the enemy so that Footloose, Dial Tone, and the rest can have a chance to get to safety. It seems to be working!

You lose sight of Zandar and his men in the smoke and fire of burning COBRA vehicles. In minutes you are racing to the largest building and you crash right through the wooden wall! You are in a COBRA barracks. You race your cycle through the door and down a wide corridor. You've lost your enemies for now. They can't keep up with the speed of your cycle. You pass a door marked COMMUNICATIONS and slam on the brakes, coming to a hard stop. This is just the place you wanted. You fire your front guns and blow the door off its hinges.

You see Zandar at a communications console talking to a figure on a video screen. It's Destro, the notorious COBRA weapons supplier. You hear the word "Africa," But then Zandar turns and sees you. He leaps at you with murder in his eyes!

Zandar is stronger and bigger than you but you are quicker! Soon both of you are locked in a death grip, trying for any advantage.

"Give up, slime!" Zandar roars as his hands reach for your throat.

"You're finished here, Zandar," you say, gasping for breath. "My friends will be here in seconds, and then you're history!"

Turn to page 38.

You decide to go in during the day. The plan is for you to take your cycle in for a repair. You will look over the place and call Iceberg if you see something suspicious.

Ana and her camera crew are really helpful. They offer to stay outside until you signal them. She even offers to use her communications gear to keep in touch with Iceberg. Seeing the equipment she has in the van, you are amazed at what it can do. Most television *stations* don't have half the stuff she carries in that van.

Driving up to the car repair shop, you see that the building is as large as the biggest hotel in the town. An old man opens the garage door for you just as you get there.

"Hello, American," the gray-haired manager says as you drive in.

"How did you know I'm an American?" you ask, noting nothing unusual in the huge garage. You see three cars being worked on by other old men.

"Oh, only Americans have such large cycles," the man says, and introduces himself as Luigi Pucci.

"I need a new belt for my bike. Do you have an XJ7?" you ask.

"Why, of course we do," he says. "Just a second and I will get it for you."

Turn to page 81.

You decide to trick the COBRAs into thinking the base is going to blow up. You reach for the COBRA base intercom and say, in your best imitation of COBRA Commander's voice, "I am blowing up thiss bassse in 60 ssecondss. All COBRA persssonel sshould evacuate immediately."

Roadblock comes running in while you are repeating the message. "Bazooka, Wheels, we got to get outta here. This place is going to blow!" Then he sees what you are doing.

In minutes the entire G.I. Joe squad is laughing as you watch the COBRAs bug out of the base.

"Wheels, it's going to be a long while before you top this one," Footloose says, shaking his head as G.I. Joe reinforcements arrive.

"Not bad," you think. A huge COBRA base taken by a small G.I. Joe squad and one combat cycle!

Looking over the base you know you've dealt the COBRA forces a serious blow. You smile and your victory feels real sweet. Go, Joe!

THE END

It's your duty to wait for the airlift unit to take the tank back. They finally arrive and you return to base.

For the next six months you take the thing apart and try to learn its secrets. Other G.I. Joe units are sent to the Alps and Africa but they don't discover anything in their sweeps. COBRA seems to have gone undercover since you managed to grab their new tank.

The armor on the thing is quite advanced and you work long and hard on defenses against it, but something still tugs at the back of your mind. This vehicle just doesn't look finished to you.

You also think there is a lot of Destro's work in this new COBRA attack vehicle. If he's had a hand in this, you know there is more to it than meets the eye.

In the final analysis you don't think the new COBRA tank is going to be much of a threat. Its weapons systems are fairly small, and the lightest G.I. Joe armor can stop the tank's weapon blasts. It looks like you've scored another victory for the G.I. Joe Team. Everyone is happy but you. There is something here that you are missing. You just can't figure out what it is. And you won't be able to figure it out until the next time you take another path as you find your fate with the G.I. Joe Team!

THE END

It's the hardest thing you've ever done, but you hold your fire until you get down into the hidden valley.

There in your field of vision are rank upon rank of COBRA copters. And then—surprise! You open fire. Zandar tries to stop you with his controller, but it's useless. You've cross-connected the wires so that only *you* can fire the guns.

COBRA troops mobilize to attack their own vehicle, but nothing they have can stop you. The irony of the situation makes you smile. Soon the entire area is filled with smoke. The automatic fire-fighting systems take power away from the projectors that create the holograms that camouflage the area. The images grow faint and disappear. You hoped this would happen. COBRA cannot stop the tank, and now they are leaving a huge smoke signal for your G.I. Joe Team to follow right to the exposed base.

In minutes G.I. Joe forces are coming in from all over the valley. G.I. Joe Skystrikers fly down and you can see Bazooka and the others tearing up the valley. You've won!

"How did you do it?" Bazooka asks later.

You smile, thinking of your quick splice job, and say, "It helps to have the right connections!"

THE END

You've ordered Bazooka to let the tank go, and you hope you've made the right decision.

You scan the small interior of the tank, looking for something to help you but all you see is Zandar's face leering at you.

"Did you actually think your efforts could stop COBRA? I—" With a crash you smash your foot into the screen. You don't want to look at Zandar's ugly face!

From their many pouches you take the tools you always carry,. and you begin to work. You can tell that trying to disconnect the drive is useless with the tools you have, but the weapons systems are a different matter. You feverishly work to cross-connect the wires and hope you can finish before you arrive at Zandar's destination.

A while later you've finished, but you don't know if your tinkering will do the trick. You must be near the COBRA base because you see Zandar—not on a video screen but in the flesh. He has a remote control unit in his hands. You don't want this tank to fall into COBRA's clutches again.

You hope Bazooka has called for help, but in the meantime you're the whole ball game. What are you going to do?

If you decide to fire on Zandar, turn to page 29.

If you decide to jam the hatch shut and use the COBRA tank as protection, turn to page 64.

If you decide to do what you can to destroy the tank, turn to page 43.

You head straight for the buildings that house the hologram projectors. Suddenly they shut down. The image of the mountains and valley disappears.

You aren't sure if it was the destructive force of your cycle rockets or a blast from one of Bazooka's special missiles, but the hologram projectors are destroyed! You and the others are climbing the sides of the valley to leave.

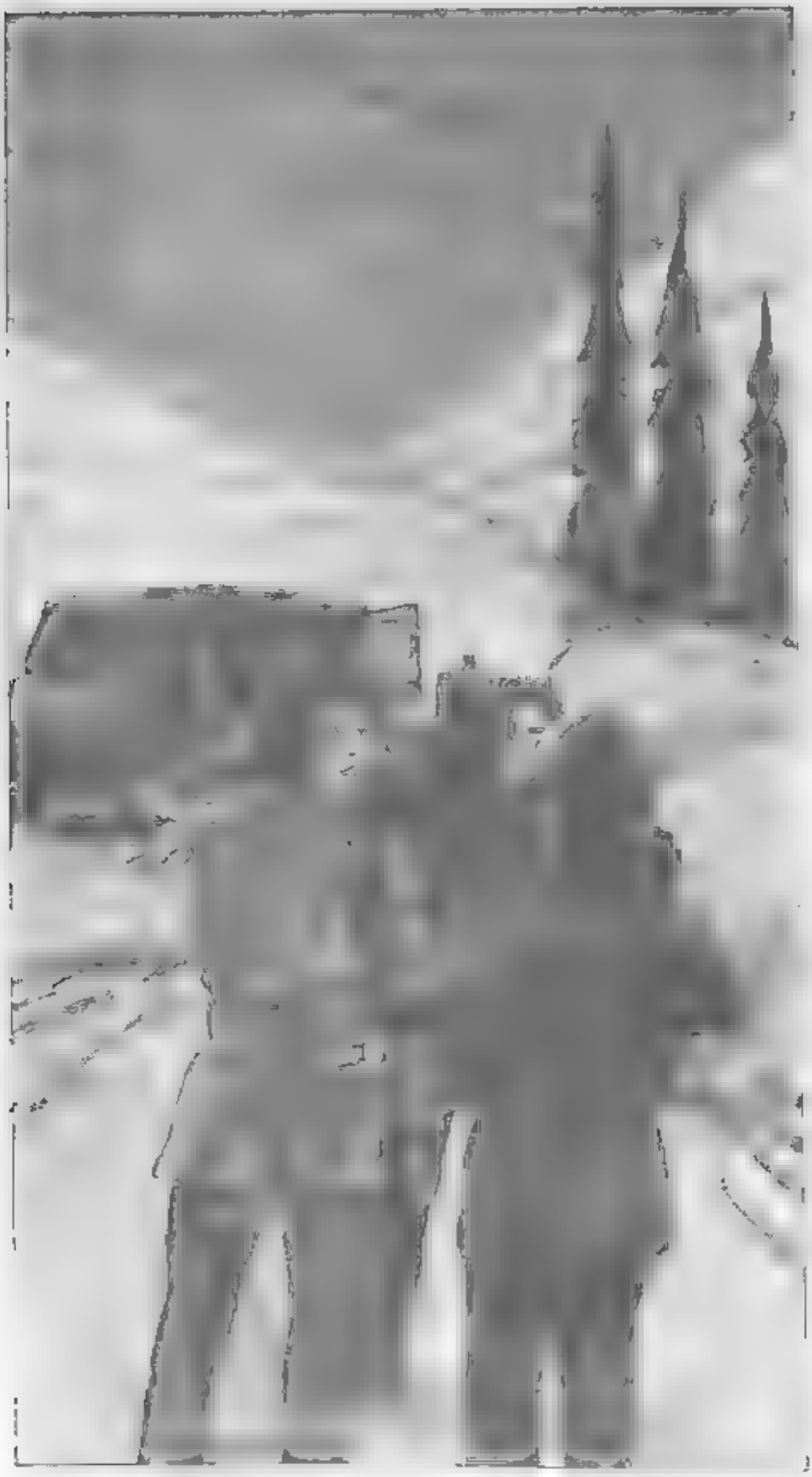
Racing your cycle to get in the way of COBRA troopers, you hear Bazooka scream, "Drop, Wheels!"

You slam your cycle to the hard ground and see three G.I. Joe battle copters fly into the valley and start shooting. Help has arrived!

More backup troops parachute down and you recognize your buddies Quick Kick and Mainframe among them. These COBRAs don't have a chance now!

They must know that too. All over the valley COBRAs are diving for any exit they can find. You see Zandar and two COBRA commandos leaving by a side runway and you wheel that way, firing all the while. You see them in the distance, getting into a COBRA plane. Your last shots knock something out of Zandar's hand but the COBRAs get away. You drive over there and find that Zandar has dropped a communication from Destro dealing with some type of base in Africa. That's where Flint and Lady Jaye are. You've got to get there quick!

Turn to page 30.



"Wait!" you shout. "Don't turn those cameras on, Ana. You don't mind if I call you Ana, do you?"

"Why, no," she says, tossing her long red hair back with a slight shake of her head.

"Great. My name's Wheels," you tell her, taking her to the side of the van. You notice that the wheels of the van are unusually large for its size. You wonder if it's some type of European safety feature.

"Ana, I know you need a story, but my friend and I can't afford to be seen right now Could you give us a break?"

"Why, of course, Wheels," she says, all smiles. "My team and I came here to check out a lead on COBRA activities in this town. We can do that and let you continue with your work. It was very nice meeting you."

"COBRA!" you think to yourself. You have to find out what she knows.

"Wait a minute," you say, thinking fast. "Maybe we can help each other. If you give me your information, I'll give you an exclusive on a big story about COBRA. Is it a deal?"

"I think we can do business," Ana tells you, "but only if I can go along on your investigations. I will stay out of your way, but I must insist on this."

Turn to page 54.

Cracking this nut at night seems like the best idea. In the meantime, Iceberg switches places with Sci-Fi. It's his turn to watch the base. Ana talks to you all afternoon while you watch the garage. Nothing unusual happens, except that you have a great time talking to the beautiful Ana. You discover she knows a lot about COBRA. It seems she's been keeping a file on them and wants to do a documentary.

"Ana," you ask, "how did you first become interested in COBRA?"

"My two older brothers are actors and needed my help once on a play about COBRA. From that I became curious." Ana smiles and you're having trouble thinking about anything else. You are amazed at how perceptive she is—and how persistent. For the rest of the afternoon you dodge questions and watch the garage. Then, as the sun sets, it starts to snow. It's time to start the operation.

Sci-Fi is positioned on a rooftop and you are on your cycle a block away. Ana and her crew are several blocks away, but still in sight of the garage. You can see her talking on a CB in her van.

Turn to page 82.

You've decided to ram the Cerberus Device. Your guns and missiles may not be enough to stop it. But the fuel in your cycle is powerful enough to blow it to pieces!

Perhaps sensing your plan, the operators of the device begin moving it away. The gigantic death machine smashes through a side wall of the fortress and moves out into the jungle, firing at you all the while.

You aim your cycle at the heart of the machine and floor the gas pedal. Faster, faster. You are catching up to it. You are only a few hundred yards away from it. You are gaining, gaining. . . .

YOU LEAP AWAY—

—just as the cycle rams into the tank section of the machine.

BAAARRRROOOOOM!

The blast flings you into the trees. You land hard, but you are unhurt.

The cycle has exploded in a huge ball of flame, destroying the Cerberus Device in the blast.

You grin, a wide grin of victory. But the smile quickly fades from your face. You've just realized that your mission isn't exactly over. Now you've got a long, long walk back to G.I. Joe headquarters at the Pit!!

THE END

You decide you'd better escape through the hole in the fortress wall. Your cycle easily makes the jump, and you race away into the jungle. As you ride over the bumpy terrain, you try to raise Flint on the cycle radio—still no reply. They've *got* to be around here somewhere!

Suddenly you hear the roar of approaching vehicles. Is it Flint and Lady Jaye in their G.I. Joe Armadillo mini-tanks? No. From out of the tangle of trees and vines come two COBRA all-terrain Ferrets.

As they approach, you recognize the drivers. They are Zandar and Zarana. So Zartan's brother and sister are his cohorts in this COBRA crime! They must be headed toward the fortress. They are as surprised to see you as you are to see them.

But you must get over your surprise quickly. You've got to decide what to do.

Fight them? Turn to page 24.
Get away from them? Turn to page 70.

You decide to play it safe, for once, and wait for your teammates. They can't be far behind.

You set your bike for silent motion and watch from behind a clump of trees as Zartan, Zandar, and Zarana turn and wait for you in battle position. You suddenly realize that the cycles they are riding are the same ones as in the blueprints Lady Jaye showed you.

What is that roar that shakes the ground? Have your teammates caught up with you?

No. A gigantic war machine rumbles out of the trees. You see a silver-masked driver at its helm. DESTRO!

The wily arms dealer has outdone himself this time! You've never seen anything like Destro's deadly machine. It appears to be three war machines in one. You realize that the jet section must have come from what Iceberg discovered in the Alps. The tank section was what Bazooka had to fight in New Mexico. And the cycle section must have been made right here in the African jungle, since Zartan and his brother and sister are riding them right now!

You watch silently, glad you decided not to attack single-handedly Destro slides down from the big machine. He begins arguing loudly with Zartan. . . .

Turn to page 18.

You lean forward and try to hear what they're arguing about.

"I don't want to risk it!" Zartan shouts. "Your machine is too experimental—and too valuable to waste on a single squad of G.I. Joe creeps!"

"Zartan, I need a chance to test the Cerberus Device," Destro protests. "I can't think of a better practice exercise than blasting a few G.I. Joe fools off the face of the earth!"

"No. Forget it," Zartan says, turning away from Destro. "What if the G.I. Joe fools get lucky and capture the device? They've already stolen the plans for our cycles! What if they find out about the weakness in the model that you haven't been able to overcome?"

"You mean the exhaust vents in the back? There isn't a chance . . ."

They continue to argue. But you've heard all you need to hear. So the Cerberus Device has a vulnerable spot in back? Very interesting!

You could probably wheel in and attack right now, take them by surprise and blast the exhaust vents. Or would it be smarter to go back and get Flint and the others—and attack Destro's deadly device together?

Attack now? Turn to page 28.

Go back and tell Flint about the device and its weakness? Turn to page 35.

You look over at your cycle. It's been demolished in the explosion. From where you are, you have a clear shot at the jet cabin. It's risky, but if you can make it into the plane, maybe you'll have a fighting chance. You dive into the cabin, still in one piece, as the laser sizzles past, stopping just short of the plane. Now maybe you can use the weapons in the COBRA jet against the menace of the laser and Zarana's pistol.

Thanks to your expertise with COBRA weaponry, you quickly make sense of the complicated control panel and figure out how to use the huge guns. You train the guns on the van. Zarana, guessing your strategy, dives for cover. The guns blast huge beams of power at their target. The armored van is blown apart. Unfortunately, the shock of the blast lifts the jet into the air for an instant, and when it comes back to earth it is sent rolling down the hill. You are knocked unconscious when your head is smashed against the wall of the cabin.

Turn to page 83.

You don't have time to worry about the reporter now. You pull your cycle up close to the jet and get off for a closer look. Soon your attention is totally focused on the design of the strange COBRA plane. The vents and clamps on the back seem made to attach to another large unit. The guns of the jet are huge compared to the size of the control cabin. You're just getting a good look inside the cabin at the amazing control panel, when you notice Ana Raz coming toward the plane. Then, as you turn to warn her away, she draws a gun. You see that under her coat she is wearing a COBRA uniform!

"I was flying this plane when your team shot it down. COBRA Commander will not be pleased to see what you have done to his new toy. I think I will take you back to him," she says. She pulls off her wig and you recognize her at once. She's none other than Zarana, one of COBRA's deadliest agents.

Turn to page 86.

"Zandar and his buddies can go hang themselves," you say, climbing into the COBRA tank. "We've got to stay with this baby. Bazooka, call for a G.I. Joe airlift to get this thing to the command base. I want to check it out for a few minutes."

"I hear you talking, Wheels." Bazooka smiles, seeing you lost in the study of this new weapon. He knows how you feel; he's looked at missiles the same way you're looking at this tank now. It's like a puzzle just waiting to be solved....

You slide yourself into the driver's seat and look over the weapons and armor of this new COBRA combat tank. The first thing you notice is that the guns are weak compared to its armor. There is something strange about the ceiling. It's as if the thing isn't finished. There are vents and huge clamps up there that seem to have no purpose. You really want to start it up and give it a test drive, but you should probably wait until you get it back to headquarters.

If you decide to wait for the G.I. Joe airlift squad, turn to page 8.

If you've just got to give this thing a try, turn to page 63.

You make a few adjustments on the front of the cycle and then start it up for the impatient Zartan. "Get out of my way!" Zartan yells, shoving you back toward Destro and mounting the big cycle. Two COBRA guards grab you as Zartan begins to ride around the courtyard.

As you watch, the ejection device activates. Zartan is thrown backward off the cycle. You duck as he comes flying toward you. He topples onto the two guards, knocking them to the ground.

You realize this is your big chance. You leap away and grab the cycle and pull yourself onto it. You activate its guns and blast a huge hole in the fortress wall. As you begin to move through it, you hear Destro yell behind you, *"Activate the Cerberus Device!"*

As you roar through the opening in the wall, you see it. You can't believe your eyes. Destro has combined a combat cycle, an attack jet, and a tank into one awesome weapon! Obviously, the weapons sighted in New Mexico, the Alps, and here in Africa are all part of this evil creation.

The gigantic death machine begins to move toward you. You realize you're going to have to fight it to get out of this place!

Turn to page 31.

You turn to fight them. You can see looks of surprise on their faces. They expected you to run. As you charge toward them, you activate your smoke-screen jets. Soon the whole area is filled with thick white smoke.

Zandar tries to follow the sound of your engine. But your cycle moves faster than he thinks. You hear a scream and a crash as he drives his Ferret full-force into a tree.

Zarana circles her vehicle in the smoke. You ride up beside her, weapons poised. "Give up—or I'll blast you to kingdom come!" you say. It's not original, but it gets the point across. She surrenders.

As the smoke begins to lift, you climb off the cycle. You tie them up and try to get Flint on the radio. "Code Z-435," says his familiar voice —finally!

"Hey, Flint, this is Wheels," you say, forgetting about code talk. "I hate to interrupt your campout, buddy, but I've got a few folks here I'd like you to check out."

"Well, maybe we'll drop by, since we're in the neighborhood," Flint says, obviously glad to hear your voice.

He won't be so glad when you tell him about Destro's incredible Cerberus Device. But there'll be time to come up with a defense for that gigantic weapon. In the meantime, capturing Zandar and Zarana is a gigantic victory in itself!

THE END

Your plan is to stall by keeping on the move—and moving fast! Speed comes easily to you, but you've never raced into a jungle with a huge COBRA war machine on your trail!

You see immediately that your weapons are of no use. The missiles you fire don't even dent the Cerberus Device.

The Cerberus Device cuts into the jungle behind you. Your driving skill and the modified combat cycle's power are keeping you ahead of the device—for now.

The menacing war machine isn't your only problem. You spin your cycle away just in time to avoid Zartan and Zandar, who leap down from the tree limbs overhead. Instead of ambushing you, they knock into each other with bone-crushing force. That should take care of them for a bit!

You're wondering where their sister is when you see her creeping through the jungle. She's aiming a heavy COBRA assault rifle at you....

Turn to page 26.

Zarana doesn't get to fire her assault rifle, however. In a flash of silver and green, she's knocked off her feet by an onrushing G.I. Joe Silver Mirage Motorcycle, driven by a grinning Lady Jaye! The turbo cycle roars into action as the rest of your teammates join the battle.

"Let's get to the back of that COBRA monster!" Flint yells. "The armor looks weaker there. Maybe we can make a dent or two!"

Flint's plan might work. But it means you have to come under the Cerberus Device's fire again. Once more you turn toward it, prepared to act as bait.

You roar past the base of the mighty COBRA war machine one more time. Your eyes are on its powerful weapons—not on the ground. You don't see the gaping holes in the ground made by its energy cannons.

"WHOOOOA!" you yell as your front wheel dips into the deep hole and you are sent flying from the cycle.

You watch in dismay as the COBRA cannons blast your combat cycle to shreds. But you have no time to mourn your special cycle. You roll out of the way of the deadly machine and head for cover.

Then suddenly you hear a thunderous roar in the sky. You look up to see a squadron of G.I. Joe Skystrikers. A few seconds later they let loose a barrage of missiles One missile lands on top of the Cerberus Device—a direct hit!

Turn to page 88.

Your luck is bad. This is where it ends—at the end of a COBRA rifle.

BOOM!

THE END

You burst out of the jungle cover and roar around to the back of the device. Your cycle guns, energy blasters, and missiles are all aimed at the vents on the back of Destro's war machine.

"Kill him!" Zartan and Destro shout at once.

You fire away. Your missiles miss the vents and bounce harmlessly off the armor. Your blasters hit the vents, but they're not enough. You realize to your horror that you don't have enough firepower.

Now you are in a race for survival. You wheel past the Cerberus Device and duck its fire. Its weapons tear huge holes in the floor of the jungle.

You're able to dodge Destro, Zartan, and Zandar, but Zarana is ready for you. She stands right in your path. As you roar near, she leaps high in the air. Her boot connects with your chin, and you are thrown off your cycle.

In seconds you are taken prisoner. Destro triumphantly guides the Cerberus Device off to fight your teammates. Without your information about the vents, you don't think they have much of a chance. Will they be able to defeat this monstrous machine?

You'll never know. . . .

THE END

You activate the weapons systems of the new COBRA tank and fire on Zandar. He hits the dirt as energy beams blow his remote controller apart. Now you have the last laugh!

You are free again to fire and drive the tank where *you* want to go. Now the COBRA troops are firing at you, but they can't get through the armor on their own tank.

Zandar escapes, but many of his troopers aren't so lucky. Bazooka did manage to get help. The backup squad arrives and the G.I. Joe Team is able to capture many prisoners.

Still, your victory has raised some serious questions in your mind. The weapons of this tank seem unusually small for its size. And why is the tank remote-controlled as well as manual? But all of these questions will have to wait until later. Low Light and Dial Tone help you out of the tank, and within the hour the G.I. Joe airlift team comes to get all of you.

Maybe there are still a lot of questions that need answering. But for now you have won a major victory over the forces of COBRA—and there's no question about that!

Yo Joe!

THE END

You bob and glide in the swirling winds as your parachute carries you down toward the clearing in the African jungle. Where are Flint and Lady Jaye? You were supposed to meet them in this small circle between the tangled trees. But they are nowhere to be seen.

You hit the ground hard and disentangle yourself from the parachute. Your combat cycle lands undamaged a few yards away. You see vehicle tracks leading north and south into the dense jungle.

Looking north, you see signs of a battle. There are wrecked COBRA Ferrets, overturned by the path. You see a COBRA A.S.P. (Assault System Pod) still burning. The G.I. Joe Team members must have won this fight. But where are they now?

To the south, you see tank tracks. You recognize them as the tracks of G.I. Joe Armadillo mini-tanks. You know that Flint was supposed to take a squad of Armadillos into the area. But where is he headed?

Which direction should you go? Perhaps your teammates are still battling COBRAs to the north and could use your help. Or perhaps the south trail leads to the hidden COBRA base. Decide quickly, Wheels!

Go north? Turn to page 55.
Go south? Turn to page 56.

"If it's a fight you want," you shout at the deadly machine, "you'll get it! Yo Joe!"

You fire all of your weapons at the war machine in front of you. Your forward-energy cannons are out at the jet's wings. Side-cycle machine guns blaze away at the death machine's midsection. Your missile launchers erupt, sending rockets to strike the lower tank section of the Cerberus Device.

You spin around to avoid its weapons, and you see that all your firepower has done *nothing* to the machine!

With barrage after barrage, your weapons blaze away at Destro's machine. Energy cannons from its winged section strike the wall behind you and blow a hole to the outside. You see jungle. This could be your chance to escape. But should you leave before Destro's machine is destroyed?

Do you want to try to escape and go for reinforcements to destroy the machine? Turn to page 16

Should you destroy the machine first and then *make your escape? Turn to page 69.*

You attack! You don't want to give the three of them the chance to escape into this dense jungle. You blow the tires off their cycles with six blasts of your energy guns. Now they aren't going anywhere, but that doesn't stop them from firing back at you.

Zartan has rockets mounted on the front of his cycle. He picks up his cycle and aims it at you—firing twin trails of destruction your way.

You have no choice but to throw your cycle down to the ground. The rockets fly over your head and smash into the trees behind you. The trees burst into flame. Your quick reflexes have saved your life—this time.

"Give up, G.I. Joe creep!" shouts Zartan.

"Why should I?" you call back, righting your cycle. "All I see in front of me are three cycles with their wheels blown out and three washed-up COBRAs."

"Too true." Zarana smiles. "But what about behind you?"

It's an old trick and you aren't going to fall for it. Are you?

Turn to page 53.

Zarana? She's one of COBRA's top agents. So this is her project. But who is at the other end of this transmission? You know you're asking for trouble, but you've got to find out. WHO IS THIS, you type into your computer. Nothing happens for a few seconds. Then another message flashes onto the screen:

ZARANA, GIVE YOUR CODE. IF YOU DO NOT GIVE THE PROPER CODE IMMEDIATELY, THE BASE WILL BE DESTROYED.

There's no time to work out a code—you'll have to guess. You look at the top of the printout in your hand. It's covered with numbers. You pick a short one and type it into the computer. There's no response from the transmitter, but you hear one of the big computers in the room turn itself on and set to working. A flashing light by the door comes on. It seems that you have picked the wrong code!

Turn to page 46.

You've cleverly turned Destro's war machine against the COBRA assembly line. Now it's just your cycle against the Cerberus Device.

You turn and face the most powerful weapon of war you've ever seen. You're going to blast it with everything you have. You can see that patches of the death machine's armor have been blown away. You've only got your forward-firing energy cannons and your side missile-launchers left. They will have to be enough.

You make your cycle leap forward. Energy cannons and missiles from your cycle fire at the same spot on the weakened armor of the Cerberus Device. Can you break through? No. Its armor is too tough!

There's only one thing left to try. You speed your cycle straight at the oncoming Cerberus Device!

Turn to page 15.

You turn and ride back in search of Flint and your other teammates. It doesn't take long to find them; they were right behind you.

You quickly brief them on what you saw—and what you heard.

"In the swirl of battle, those vents aren't going to be easy to hit," Flint says with a frown.

"That's why I suggest a frontal assault," you say.

"But the vents are in the back!" Lady Jaye protests.

"If everyone attacks from the front, Lady Jaye and I can sneak up on it from behind," you suggest. "What d'ya say, Flint?"

Flint looks at you hard and then grins. "I say, *Yo Joe!*""

Turn to page 76.

Your luck is good—sort of. COBRA Commander wants to make an example of you—so he orders that your death be slow.

Let us skip the painful details of his methods and cut right to the part where the G.I. Joe backup unit storms the base in time to set you free. After all, isn't that what really matters in . . .

THE END

"Wheels! Come in, Wheels!" says a worried Flint over the cycle radio. "Work quickly, my man. Destro's built himself a good one this time. Don't know how long we can stay in front of it."

"Will do," you say into the mike, but you're really not as confident as your words.

You near the clearing where the battle is taking place. You can see a half circle of G.I. Joe fighting machines plowing everything they have into the front of the Cerberus Device—and it all seems to bounce right off!

You ride toward the back of the device. So far, you don't seem to have been spotted by anyone. The battle rages in front of the gigantic machine as you and Lady Jaye prepare to blast it from behind.

You see the vents. They aren't very large. It's going to take a lot of skill and a lot of luck to hit them. "*Yo Joe!*" you scream.

Lady Jaye fires her rocket launcher and you let loose a spray of missile fire from your combat cycle. . . .

Turn to page 74.

You are still struggling with Zandar when you hear Bazooka's shout from outside the control room. "Wheels, you down here? We got big troubles behind us!"

Zandar hears his doom in Bazooka's words. With a burst of nearly superhuman strength he picks you up and tosses you through the wall, right into Bazooka and Footloose. All of you fall in a heap.

Zandar moves to a secret panel and opens it up. "We'll meet again, pals, and next time you won't find me so easy to stop. Go, COBRA!"

The panel slams shut and before any of you can get up, an explosion cuts that exit off. Zandar's gone!

"Well, Wheels," Footloose says with a laugh, "it's nice of you to drop in on me like this, but what are we going to do about the hundred or so uninvited guests behind us?"

There are masses of COBRA troops being held off by the rest of the G.I. Joe Team. Rushing to the communications board, you see that it is operational. You can try your idea of calling a retreat. But you'd really like to tap into the communications system and find out more about Destro and Africa.

Is there time? You have to decide quickly!

.....

If you want to try and trick the COBRA troops into retreating, turn to page 7.

If you want to try to get more information on Destro, turn to page 42.

Airtight flies you and your cycle to the desert of New Mexico. You want to face the problem of this new COBRA tank right away—before COBRA has a chance to mass-produce them.

Parachuting down, you see Bazooka, Roadblock, Low Light, Footloose, Leatherneck, and Dial Tone all waiting for you. In seconds they are helping you out of your parachute and you are walking over to the COBRA tank. It doesn't look as if it was even scratched by its recent battle with the G.I. Joe Team!

"Boy, are we glad to see you, Wheels," Bazooka says, slapping you hard on the back as the others look on smiling.

Looking over the tank, you see that it's smaller than the usual COBRA tank but the armor is twice as thick. There are strange vents and large clamps on the back.

"That's where I got to it," Bazooka says, seeing you eye the vents. "We threw everything at it but the kitchen sink. Nothing worked. The rest of the boys were about to look for sinks when I let loose with a rocket at this vent. The blast blew open the hatch and we kicked the driver out and took over."

"Bazooka," you ask, "why do you think the—"

Suddenly guns fire! COBRA troops are attacking!

"Roadblock! Dial Tone!" you shout. "Give me some cover fire " Then you leap onto your combat cycle.

Turn to page 67.

The time for planning is past. In seconds Zarana will be firing at you again or the van's laser beams will cut you in two! There's no way to drive yourself out of this problem. You are facing one of COBRA's toughest agents in a duel to the death. You're going to need a little luck to get through this alive. It seems you have only two options. You might be able to throw yourself into the cabin of the COBRA plane and use its weapons against Zarana and her thugs. Or maybe you can get to Zarana. If you can hold her in front of you as a shield, you can probably make a getaway.

.....

If you want to try to fight Zarana with the COBRA jet's weapons, turn to page 19.

If you want to use Zarana to make an escape, turn to page 72.

You've got to get that information about Destro and Africa from this communications computer. Your fingers fly over the keyboard, and information about Africa and a new COBRA war machine comes onto the screen.

"We can't hold them much longer!" Bazooka shouts from the door. He and the others are firing down the corridor at the onrushing COBRA troops.

"Give me a few seconds more!" you shout.

Finally the entire plan has been called up from the memory banks of the computer. You take several minutes more to send it all to the G.I. Joe command base.

Then a blast of energy shatters the computer screen in front of you! You turn around and see your teammates captured and many COBRA machine guns pointed your way. This is not a social call.

"You're done for," a COBRA trooper sneers. But you disagree. You were able to relay the vital information G.I. Joe needs to stop Destro's new plan. And you even had time to give the G.I. Joe base the location of this hidden camp. With any luck you will all be free in hours.

Is your luck good? Will you be around to celebrate the G.I. Joe victory? Or does it all end here?

Pick a number between one and ten.

If you picked an odd number, turn to page 27.
If you picked an even number, turn to page 36.

You've got to destroy this tank. It mustn't fall into COBRA's hands again. You move swiftly around the inside of the small tank and smash every panel and pull wires out by the handful. But it doesn't stop the movement of the tank.

In desperation you start pulling up the seat, planning to use it to batter the sides of the tank, and there under the seat you see what you need the most.

It's a large red handle marked SELF-DESTRUCT UNIT. Whoever built this tank built it well. You now have the means to send it to kingdom come, but you aren't in a hurry. You watch out the side viewports to see where you are going. Soon you see just the right place to blow up the tank—and you pull the lever!

Miles away Bazooka and the rest of the G.I. Joe Team see a huge ball of fire explode in the distance. They call for backup, rush to the scene, and discover a secret COBRA base. There are burning tanks and COBRA copters all over the small valley. They can tell there was a big explosion that trashed the place and they all know who caused it.

Your name will go down in G I. Joe history for the brave deed you did today. Too bad you're not there to enjoy it.

THE END

Despite the cold your cycle makes short work of the trip to town.

"Iceberg, this place is just like a picture postcard," you say as you pull up to the hotel where he and Sci Fi have been staying.

A strange communications van parked in front of the hotel catches your eye. It has a large broadcasting antenna on its roof and there are European television markings on its sides. You're wondering why it makes you uneasy, when the most beautiful woman you've ever seen steps out of it and walks toward you.

"My name is Ana Raz," she says, shaking your hand. Her slight accent is lilting. "Can you tell me what two U.S. Army undercover agents are doing in my country? It would make a great story for the evening news."

The van crew begin setting up cameras and Ana Raz is handed a mike. She's ready to do an interview with you!

You'll have to act fast if you don't want COBRA to know you're on to them. You've got a feeling there's more to this reporter than meets the eye. How does she know who you are? And what else might she know?

Besides, if she knows you're here, maybe COBRA does too. You've got to get to that COBRA base before they can shut it down.

.....

If you decide to find out more about Ana Raz, turn to page 13.

If you decide to go straight to the COBRA base, turn to page 65.

Working with the G.I. Joe Team has taught you that the best defense is a good offense. You decide to go down into the COBRA base and get the plans to the jet. Maybe you can get some information about this operation before it's all taken away.

"Iceberg! Sci-Fi!" you shout over the roar of your cycle's engine. "I'm going down to the base. Follow me if you can. With any luck we'll find the plans for that jet and maybe more."

On the other side of the hill the COBRA jet explodes, sending a ball of fire and smoke high into the air. Good, that ought to catch the attention of your backup team.

Iceberg and Sci-Fi shout, "Yo Joe!" and you race off toward the base. Your heart is beating like never before. There are hundreds of heavily armed COBRA ground troopers between you and the base. But with the weapons on your cycle and your skill as a driver, you know you can get through.

Turn to page 84.

You get on your cycle and tear out of the computer center, heading for the first exit you can find. Outside the building, you haven't gone far when you hear a huge explosion from inside the base. You watch as the walls collapse and the base is reduced to a heap of rubble.

"Wheels!" It's Iceberg and Sci-Fi, happy to see you've gotten out of the base. "Did you get anything out of there before it blew up?"

"I got these plans," you say as you scrutinize them carefully. At the bottom of the printout is a message that reads: AFRICA, 1900 HOURS/TOMORROW/DESTRO IS WAITING. "And . . . I'm going to Africa. It looks like Lady Jaye and Flint are up against even more than we figured!"

Turn to page 30.

Cold water shocks you awake. You are in a courtyard of what appears to be a fort. Stone walls surround you on three sides. Behind is an enormous padlocked door. Standing over you is Zartan, COBRA's master of disguise.

Zartan grins. "My Flint disguise was pretty good," he says. "But now I'm about to create an even better disguise." He has taken a holographic picture of you which he now transfers to a lightweight celluloid mask. In seconds he becomes your exact double!

Then you recognize the silver-masked figure of Destro. "Well, well. Don't you look handsome!" he says to your look-alike, Zartan.

"Cut the clowning," Zartan says angrily. I've got to find out if this fool's buddies sent the plans for your death machine to their headquarters. I'm going to trick them into telling me by posing as our G.I. Joe prisoner here. Then you can attack later with your death machine."

Destro nods in agreement. Zartan walks over to your cycle and tries to start it. He can't get the motor to turn over. "Drag him over here!" he calls to Destro. "Start this thing up for me, soldier!" Zartan commands.

You must decide quickly what to do. You can rig the cycle to eject Zartan twenty seconds after he has mounted it. Or you can put the cycle in auto-attack mode. In seconds it will start attacking everything in sight.

Rig the cycle to eject Zartan? Turn to page 23.
Set the cycle on auto-attack? Turn to page 71.

You leap onto your cycle as three COBRA combat cycles roar into view. Your comrades run for their G.I. Joe Armadillo mini-tanks. As you activate the smoke-screen jets on your cycle, you recognize your three COBRA attackers. They are COBRA Commander's loyal henchman Zartan and his brother and sister, Zandar and Zarana.

A wall of smoke fills the clearing. Your side rocket launchers blast away at the trio of attackers. Your teammates begin firing at the three enemy cycles.

"Hand back the plans and we'll let you live!" Zartan screams over the roar of weapon fire....

Turn to page 4

You've never been to the Alps before. Just to be sure the cycle can handle the rugged, icy slopes, you've put spiked tires on it. You also take several hours during the plane trip across the world to disguise your cycle so that you can move through the ski villages of the Alps without attracting attention. It wouldn't be a good idea for COBRA to know that a G.I. Joe Team is at work on their supposedly secret base.

You've just finished the last adjustment to the cycle when Airtight tells you you've reached the landing site.

The temperature is ten degrees below zero when you get out of the plane. You're beginning to wonder how your cycle will take the cold when Iceberg arrives at the rendezvous. You're freezing in your heavy-duty winter gear, but Iceberg doesn't seem to notice the cold, despite the light clothes he's wearing.

"Wheels, I'm glad you got here when it's warm," Iceberg says with a smile. "Sci-Fi is watching the COBRA base," he tells you as he helps stow the parachutes. "He'll call if anything happens there. From the information we've dug up so far, we think there's a connection between the COBRA base and this ski town, but we haven't figured it out yet. You and I are going to town first to check things out."

Turn to page 44.

"You two hold these guys off as long as you can!" you shout over the noise of battle. "I'm going to get a look at that plane before it blows. Yo Joe!" You jump onto your cycle and slam it into high gear. As you race away from your buddies, you fire your side missile racks at the COBRA troops behind you. Maybe that will help out your G.I. Joe Team. You hear shouts of surprise as the COBRAs meet the blasts of your rockets.

At top speed you maneuver your way down the rocky hillside to the wreck of the COBRA jet. You're surprised to find that you're not alone. The strange TV van is on the scene as well. Ana Raz steps out of the van and heads for the plane. You wonder how she could have reached the crash site so soon. Should you stop her from getting near the plane, or can you do your work while she is doing hers? It is something you have to decide right now. As Ana Raz walks toward the plane, the large antenna dish on top of the van swings in your direction.

If you decide to keep Ana Raz away from the plane, turn to page 57.

If you decide to ignore the reporter and go on to the jet, turn to page 20.

You'll have to destroy that tank if you want to accomplish your mission and get out of the base alive. You set your smoke screen on full and give the tank a blast. It can't hit you if it can't see you. With spiked wheels churning up dust, you spin around and manage to get behind the tank that's firing wildly into the smoke. The COBRA tank is vulnerable from behind. You aim your side rockets at a point between the upper turret and the body of the tank, then shoot. It takes four rockets to do it, but finally the tank explodes in a blaze of flames.

Overhead you can see G.I. Joe Skystrikers flashing down from the sky and driving off the last of the COBRAs. Now you can look for the information on that COBRA jet. Riding through the halls of the partially demolished building, you come to a metal door marked COMPUTER CENTER. This room ought to have what you're looking for. The door is bolted, so you blast it open with your forward-firing guns. Inside you see row upon row of computers.

Your expertise in COBRA equipment allows you to call up information about the jet on the computer. Soon you are getting printouts on the COBRA plane. Its code name is Snowbird. But as you glance over the printout, a message flashes onto your terminal:

ZARANA, WHY DO YOU NEED THIS INFORMATION AGAIN?

Turn to page 33.

Just in case Zarana's telling the truth, you grab your cycle and lunge to the side—just as a grenade blows up on the spot where you were standing. You turn and see that Zarana *was* telling the truth!

From out of the jungle rumbles a gigantic war machine. It appears to be three vehicles in one! The top is a jet, the middle section is a combat cycle, and the bottom is a tank. You realize at once that the tank must be the one Bazooka found in New Mexico. The jet is the one Iceberg sighted in the Alps. And the cycle is the one you've come to investigate.

A silver-masked head pops out of the cockpit of the glider section. "Meet my Cerberus Device!" It is the master weapons supplier, Destro! "What a nice target!" Destro yells over the deafening roar of the war machine's engines. "But what a pity! I was looking forward to more of a challenge!"

As he moves toward you in this incredible device, you weigh your options They seem to narrow down to two—fight or stall for time. Can you and your combat cycle take on this super-weapon of Destro's? Or will you need the help of your G.I. Joe teammates, who should be on the scene any moment?

Attack? Turn to page 85.

Stall until your buddies arrive? Turn to page 25.

You don't have any choice. You really can't afford to let her out of your sight.

"All right, Ana," you say. "You can come along, but if trouble starts, I want you to stay far behind me."

"You can count on that, Wheels," she says, taking you over to her crew and introducing you, as you introduce Iceberg.

Ana Raz tells you that there is a car repair shop in town that she suspects may be a COBRA outpost. It's rather big for the size of the town, and Ana has had reports that large vehicles drive inside late at night and leave before dawn.

You call to Sci-Fi, and he reports that the COBRA base is quiet; nothing is happening. You now have to decide whether you want to check out the repair place right away or wait until the middle of the night. Iceberg favors the daytime, and Sci-Fi, with his night-scope laser rifle, favors the night attack. Ana favors the day when her camera crew can get some shots without using lights.

If you want to go in during the day, turn to page 6.

If you would rather go in at night, turn to page 14.

The jungle has been burned away by the battle between your teammates and the COBRAs. The trail to the north is wide and easy to follow. You bump over the dry ground on your cycle, your eyes searching through the trees for signs of Flint and Lady Jaye.

Suddenly, through the dense underbrush, you see a small fortress built of bamboo and jungle wood. Could this be the hidden COBRA base? A solitary figure stands waving you in. Your cycle struggles over the matted underbrush as you ride close enough to see that the man waving to you is Flint!

"Hey, man, where's everyone else?" you ask.

Flint pushes back the beret he always wears and frowns. "They're busy inside," he says nervously "We had a bit of trouble. Did you see anyone else on your way here?"

"No," you tell him. Why is Flint so nervous? "Hey, Flint—is everything okay?"

"Yeah. Just fine," he says, moving toward you. Suddenly he thrusts his fist forward and lands a powerful punch on your jaw. The blow catches you by surprise. It knocks you off your cycle, and everything goes dark. . . .

Turn to page 47.

You decide to take the south trail. Your wheels tear up the ground as you race into the jungle depths in search of your G.I. Joe teammates. Suddenly the jungle growth seems to pull back. You see a familiar face in the clearing.

"Hey, Wheels..." Gung Ho calls to you, waving you over. "You out joy-ridin', or have you been lookin' for us?"

"Good to see you," you tell him. "I thought maybe all of you were avoiding me. Where are Flint and Lady Jaye?"

He raises his powerful arm to point you toward the G.I. Joe camp. A few seconds later you are being greeted by your two teammates.

"Look at these, Wheels," Lady Jaye says, shoving a handful of blueprints at you before you can climb off your cycle. "We found these plans in a small COBRA fort."

"The fort was only half finished," Flint explains. "We took them by surprise before they had their defenses up. They ran—and left these behind."

You quickly look over the blueprints. "Wow!" you exclaim, shaking your head. "These are plans for a new COBRA combat cycle. This thing looks more powerful than anything they've ever built!"

You don't have time to study the plans. Suddenly Gung Ho comes running toward you. "Hey, gang—looks like we've got company!" he yells.

Turn to page 48.

You can't have that reporter around! She's bound to get in your way. You position your combat cycle, still idling, between her and the jet. Maybe you can just warn her off. As Ana Raz walks away from the van, she smiles at you. She's headed in your direction, mike in hand. The antenna on the van slowly swings toward you. Seeing the van again, you notice several unusual things about it. Its wheels are leaving deep, deep tracks in the snow, and the sides of the van are oddly shaped. Then it hits you—the van is armored! As the realization that this is no ordinary TV mobile unit strikes you, a laser beam streaks from the van's antenna. You hit the gas and fly from the spot just as the laser hits. Bull's-eye—the earth melts where the beam has struck. Ana throws off her coat to reveal a COBRA uniform, and you realize that you are facing Zarana, one of COBRA's deadliest agents. You've heard she's twice as vicious as her older brother Zartan. Her mike turns into a pistol and she starts shooting at you.

"You shot down my Snowbird!" she shouts, running to get around the van as you try to dodge her gun and the laser beams that continue firing from the antenna. "Now I will destroy *you*!" She throws a grenade directly at you.

Thrown to the ground by the explosion, you are stunned for a second but miraculously still alive. Laser beams still shoot from the antenna. The ground in front of you is hot and smoking.

Turn to page 41.

There are five large buildings. One o them is obviously a huge airplane hangar. I fact, as you watch, its doors open and a gian aircraft taxis out. It's the new COBRA comba plane that you came to investigate.

"See, Wheels," Iceberg whispers. "That' why we called you in on this. Look at that thin —it's huge."

Iceberg is right. This new COBRA jet i huge, unusually so. But the control cabin is tiny You don't see why they've put such large wing on the plane.

"Look at the weapons systems," Sci-Fi says getting right to the heart of the matter.

Your eyes track down to where Sci-Fi i looking. "Those energy cannons are unreal!' you gasp. "You've seen this thing fly? With gun that size, I can't believe it could even get off the ground."

"It flies all right," Iceberg says, "and i looks like it's going to take off right now. Look The COBRAs are leaving. Look at those truck and transports pulling out. COBRA knows it' been spotted. If we're going to make a move, i better be soon. Wheels?"

You consider the situation. You don't wan to let the plane get away. It turns around and you see that the cabin is empty. The jet is bein operated by remote control!

Turn to page 79.

"Zarana, this is Destro." You see him on th small screen. He seems unaware of what's hap pened at the COBRA base.

"I need you and the Snowbird here i Africa. I want to check your model with the te that I have here. Zandar has arrived from Ne Mexico with the needed changes in the tank sec tion of my super-weapon. I will expect you her in twenty-four hours. Destro out."

"So . . . Destro has a new super-weapon an this is only a part of it," you say as Iceberg help you out of the jet. "Looks like I'm headed fo Africa after all."

"Super-weapons are my specialty," Sci-F says, holding up his laser rifle. "If you need u just call, Wheels."

"Thanks a lot, guys," you say, putting you cycle back up on its wheels. Zarana's grenad didn't do much damage. With luck you can fix i on your way to Africa.

"It looks like I'm really going to see th world on this one," you say to your teammates "Thanks for helping me out. So long."

"Go, Joe!" they shout as you pull a wheeli and race off toward a waiting pickup plane.

You're going to meet Flint and Lady Jaye i Africa. Turn to page 30.

The New Mexico hills surround you as the chase for Zandar takes you into the nearby mountains. Your cycle is having no trouble climbing the steep hillsides. You let Bazooka and the rest of the team catch up as you scan the area. Just ahead of you is another high hill and there are even steeper cliffs all around. You think the gliders must have gone down a pass you see ahead of you. At least, that's what you hope as you get ready to move again.

Low Light and the rest have caught up, and you power your cycle forward to climb the hill in front of you. Suddenly the hill just disappears! You and the others have ridden through it!

Turn to page 80.

You begin weaving in and out of COBRA tanks and copters, dodging COBRA fire, when you hear a loudspeaker announcement.

"Tank recovered, unit heading back to Africa for final attachment" is all you can understand.

The tank that Bazooka hit! You've lost it to COBRA! Well, you're just going to have to make that loss worthwhile. At first you wanted to get close to those buildings down in the middle of the valley, but you realize that the help you expect to fly in won't be able to find you. You see the small buildings where the hologram projecting devices are located. If you can knock them out, the backup forces will be able to find you.

Energy beams and rocket fragments from enemy COBRAs are falling all around you. You see Zandar leading a large force toward you. He knows that if he stops you the rest of the team is finished. There are just too many COBRAs.

Your mind races as fast as your cycle. You've got a plan that might trick the COBRAs into retreating. It means you'll have to get to the control center of this COBRA base. But then you won't be able to knock out those holograms. You see Bazooka and Leatherneck taking their squad down into the valley. Most of the fire is centered on you. You've got to do something or you and the G I. Joe Team will be finished.

.....

If you want to try to get to the control center, turn to page 5.

If you want to try to turn off the holograms, turn to page 11.

You've got to fire up these motors to see what this thing can do. Driving is your life and you can't pass up the chance to try out one of these new COBRA tanks.

When you start the engine the hatch closes. That doesn't bother you. But seeing Zandar's face on the communications screen in front of you does.

"Thief!" Zandar sneers. "You have been caught stealing COBRA property and have been sentenced to death by me."

"You don't even know how to spell, so how could you give a sentence, Zandar," you say. The tank starts to move. It's remote-controlled. All you had to do was start the engine and COBRA regained control. Looking back, you can see the tank leaving the G.I. Joe base behind. Maybe Bazooka could use your cycle to blast this thing before it takes you to the COBRAs. That might work—if you can get out of the tank in time.

Thinking quickly, you act to save yourself and the Team.

If you radio Bazooka and order him to use your cycle against the tank, turn to page 87.

If you tell Bazooka and the rest of them to let you go, turn to page 10.

You hold your fire and cross a few more wires until you know the hatch is jammed. If all of your recent effort is going to be worthwhile, you have to wait until Zandar gets you back to his base. You feel like ham in a can but that's your best move for now.

The COBRAs try to open the hatch, but you've taken care of that and they don't have the proper tools to force it. Whoever built this tank did a good job, you think to yourself as the hatch withstands weapon and pry-bar attempts. It starts to get hot in the tank, but you don't care. If everything goes right, you are going to make it even hotter for the COBRAs at their base!

Giving up, Zandar makes the tank's engines start to fire up again and the tank moves out. In just a short while you are driven deeper into the hills. Through the front-firing ports you see an enormous chunk of the hillside vanish! The rocky cliffs aren't real. They're holograms—3-D laser-created illusions! You discover that the COBRA holograms are hiding a valley filled with COBRA copters and tanks. Maybe you should act now. It might be too dangerous if you have to confront COBRA here. You see Zandar with his controller in the distance.

If you want to fire on Zandar now, turn to page 29.

If you want to hold your fire one more time, turn to page 9.

"Sorry, no time to talk now," you say brusquely to Ana Raz. You and Iceberg ride off toward the COBRA base, leaving the steaming television reporter behind. If she knows you're here, COBRA probably knows too. You've got to get to the base before they can clear out! You're mad at your bad luck, and when you're mad you drive like a demon.

"Try to get us there in one piece!" yells Iceberg behind you. He's got nothing to worry about—you're as skillful a driver in the snow as anywhere and you're soon far from the town.

"That was some ride," Iceberg says as he pries himself off the back of the cycle. "I've never moved that fast over the snow!" Once again you've earned your nickname.

Sci-Fi is on watch on the hill above. He signals you to his lookout spot and points to the valley below, where the COBRA base is hidden beneath a huge cliff.

"What are they doing?" Iceberg asks as you crouch in the snow and look over the hill.

"Things were quiet until about an hour ago," Sci-Fi says, slowly panning the area with the large scope of his laser rifle. "Now the place is crawling with snakes."

"Let's move down for a closer look," you say. The three of you crawl from rock to rock and get several hundred yards down the hill. From there you've got a much better view of the COBRA base.

Turn to page 58.

COBRA two-man gliders are landing men all around you. The gliders, powered with small propeller engines, drop a COBRA trooper equipped with a special harness, and then fly back into the sky to attack with energy guns of their own. You see their leader, Zandar, swooping down over your position. You recognize him as Zartan's younger brother. And you know he's just as mean and crafty as his evil brother. This is going to be quite a challenge for your new cycle.

You pop a wheelie and bring your forward-firing energy weapons to bear on the gliders firing down on you. Your first burst hits one of the engines and causes the glider to fall smoking to the ground.

"Go, Joe!" Leatherneck shouts as he and Low Light fire from your side of the tank. The others are holding off the COBRAs from the other side of the tank.

You're moving at over ninety miles an hour and the COBRAs are concentrating their fire on you, but they're not even coming close with their weapons. Energy bursts from your front guns, rockets from your side launchers, and a smoke screen from your back jet tubes are more than the COBRAs can handle. Their gliders and troops are no match for your new cycle, and they know it.

Turn to page 75.

The earth explodes around you as shots from the COBRA jet tear up the hill. Fist-sized rocks are flying all over the place but Sci-Fi keeps firing! Suddenly the back of the plane erupts in flames.

"It worked!" you shout, slapping Sci-Fi on the back. "I was sure the fuel tanks had to be back there. You did it, Sci-Fi."

"*We* did it, Wheels," he says.

"Don't break your arms patting yourselves on the back," Iceberg says, firing down the hill. "We're going to have company soon and we'll want to give them a warm reception."

COBRA troops are advancing from the camp. Trucks and transports are still leaving, but it seems they've dispatched a team of Vipers to wipe you out.

Back over the hill the experimental COBRA jet has crashed a short distance away. You really want to get a look at that plane before it explodes or COBRA gets to it.

Then again, if the plans are still at the base, maybe you ought to try to get in there and grab *them*. You have only a few seconds to decide. If you jump on your cycle, you can get to the jet in a minute or two. But will Iceberg and Sci-Fi be able to hold off the Vipers? If you decide to go into the base, will you be able to push through the COBRA forces?

If you decide to go to the jet, turn to page 51.

If you decide to head for the base and try to get the plans, turn to page 45.

It's all or nothing! You decide to fire everything you've got at the connecting joint between the tank and the cycle section. If you're lucky, that's the weak link in the giant war machine.

The COBRA troops that were in the chamber run out and head for cover. They don't want to be hit by their own device's firepower! To the side, you see a long assembly line. Destro must be planning to build more of these death machines right here in the jungle!

Suddenly a new plan hits you. Instead of attacking the device, you wheel around. You drive into the heart of the assembly line.

The weapons of Destro's war machine automatically track you and fire. Driving faster than you ever have in your life, you race around the assembly line. In seconds, the energy cannons and missiles of the Cerberus Device are destroying the assembly line as they fire on you. All the device knows is that its mission is to blast you. It doesn't care what gets in the way. You stay close to the assembly line as the Cerberus Device blasts away. Even if you die fighting this monster, you will have won a partial victory. . . .

Turn to page 34.

You decide to try to outrun them. Your cycle should be faster than four-wheeled Ferrets. You dodge through the trees as they try to blast you off your combat cycle.

They are racing after you. Their vehicles are faster than you thought. Four wheels seem to be better than two over this tangled, tortuous terrain.

Suddenly you don't hear them behind you.

You turn and look. They're not there.

You breathe a sigh of relief...

...and practically ride right into them!

"Fool!" Zarana cries. "Do you think we don't know the shortcuts through this jungle?!"

You don't get time to reply.

Their guns ring out. A deafening roar is the last sound you will ever hear. For these deadly COBRA agents, the roar of the guns is a sound of victory. For you, Wheels, it is the sound of..

THE END

Zartan begins to roar off on your cycle. But before he gets a hundred yards away, your instructions kick in. The cycle's front weapons start blasting away. The side rocket launchers fire their deadly missiles. COBRA Ferrets and A.S.P.s erupt in balls of flame.

Zartan's blasts blow a hole in the huge padlocked door. Through the broken door, you see the cycle carry Zartan toward a strange new COBRA war machine. It dwarfs any COBRA weapon you've ever seen. But your cycle blasts away at it as Zartan struggles unsuccessfully to turn the cycle away.

A powerful explosion shakes the ground as your cycle blows up Destro's gigantic war machine. As the debris of the once-awesome machine crashes down around you, you smile. Your combat cycle really *is* something. It scored a major victory against COBRA—all by itself!

THE END

You try to grab Zarana. Batting aside her weapon, you reach for her waist. With a judo throw she uses your weight against you and pitches you over her hip to the ground with bone-crushing force.

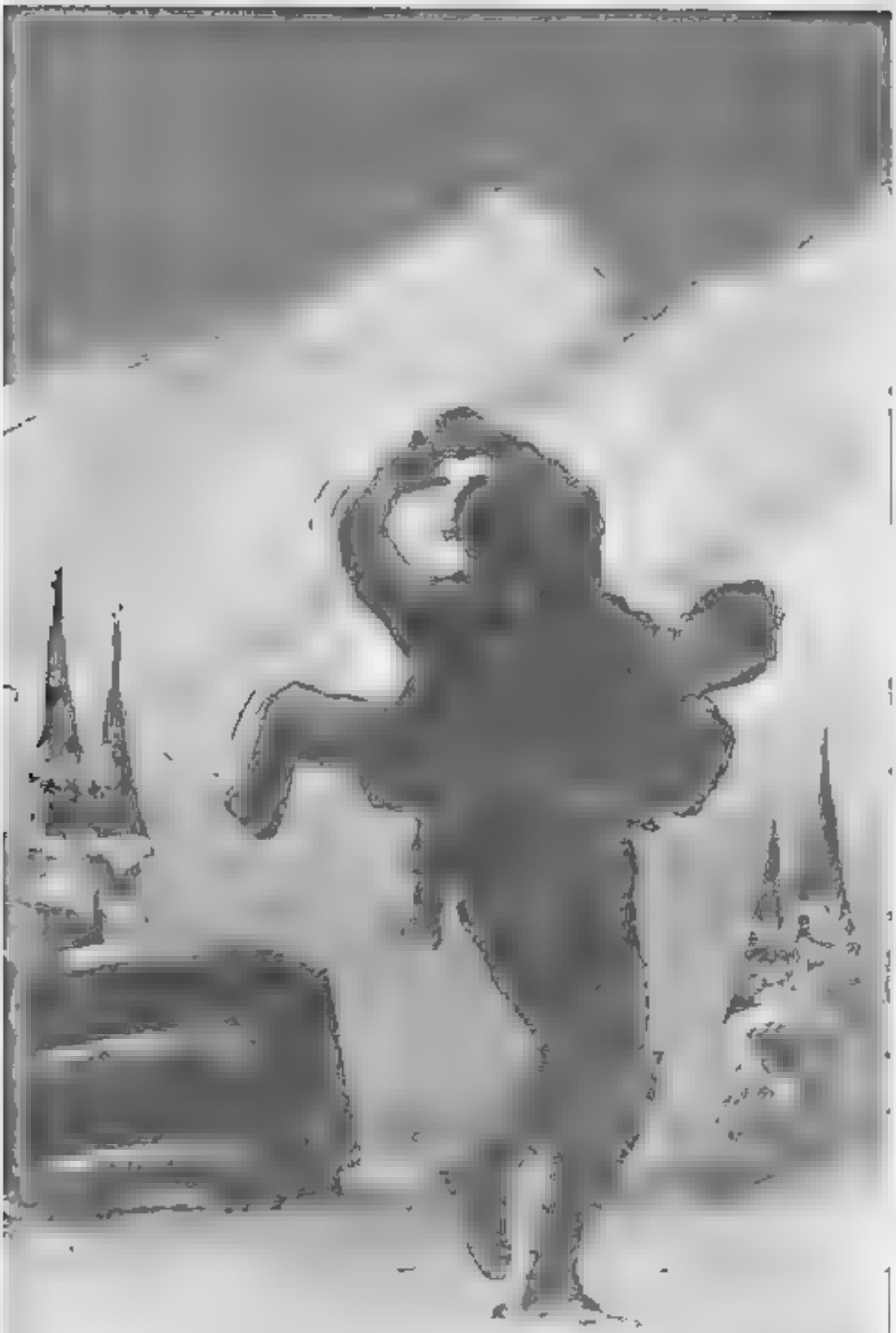
"Now you will pay for crashing our plane," Zarana says with an evil laugh. She picks up her pistol and aims it at your head.

Suddenly a ruby ray strikes her gun barrel! It's Sci-Fi to the rescue! Zarana drops her blazing-hot weapon and runs for the van. The van roars off, but you don't try to stop it. You're more interested in the jet. It's still burning and you're afraid it's going to blow up. Luckily, Iceberg has a fire extinguisher in his pack and you're able to put out the fire with it.

"G.I. Joe Skystrikers flew over the COBRA troops," Iceberg tells you as the last of the flames die out. "Our planes forced the COBRAs to retreat, but they set fire to the secret base. We won't get anything out of there. It's a good thing you saved the jet."

You crawl into the plane's cabin to check out the communications system. There is a message coming in on a COBRA frequency. The face of Destro appears on a small video screen.

Turn to page 60.



KA-BLOWWWWWWWWWW!

Your rockets hit the vents at the same time as Lady Jaye's. You leap in the air and cheer as Destro's mighty machine goes up in a fiery blast and is shattered into a hundred pieces.

You did it! You took the best Destro could throw at you—and won!

It isn't too likely that COBRA will keep to its plan to build hundreds of Cerberus Devices now. And as for Destro and the rest of the COBRAs? They have disappeared into the jungle.

You're about ready to disappear too—but you want to disappear *out* of this jungle and back to the Pit! Mission accomplished!

THE END

You hear Zandar shout, "Retreat! The G.I. Joe Team has us outgunned, but there'll be a next time."

Then, from out of the sun, more of the COBRA power gliders come swooping down. Their powerful little engines bring them flying toward your position at incredible speed. You see that each of the COBRA troopers on the ground has a special harness on his back. The gliders have an extended hook which flies down and makes an easy pickup of the troopers.

They're getting away and there isn't a thing you can do about it. You keep firing but in seconds the COBRAs are all gone.

"Do you think they have a base in those mountains up ahead?" Dial Tone asks.

"Let's go get those bums," Roadblock says angrily.

You agree with him, but you know it's going to be a while before help gets here—and securing this COBRA tank is important!

"Catching Zandar could be a big blow to any plans COBRA has," Footloose says. "What do you say, Wheels? Let's go get those guys!"

You hate the idea of Zandar getting away, but this tank is important too. Either way, you have to make a choice fast.

If you think it's best to stay with the tank, turn to page 21.

If you think it's best to go after Zandar, turn to page 61.

Led by Flint, the G.I. Joe Team moves quickly through the thick foliage toward Destro, Zartan, and the mighty Cerberus Device. You and Lady Jaye take the long way around. She sits behind you on your combat cycle, her rocket launcher poised on her shoulder and ready. But the going is slow as you make your way over jutting roots and tangles of thick vines.

"Come on, Wheels," she calls to you. "We don't want to be late for our own party, do we?"

"I just hope it isn't a farewell party," you say grimly. It isn't like you to be pessimistic—but you've *seen* Destro's incredible machine!

Suddenly you hear weapon fire, the explosions of rockets. The ground shakes.

"Let's get moving!" Lady Jaye cries impatiently. "They've started without us!"

Turn to page 37.

"I can't believe my informant is wrong, Wheels," Ana says, looking irritated. "My crew and I will have to stay a while longer, but I wish you luck wherever you may go."

"Wheels," Iceberg says, taking you out of earshot of Ana's television crew. "What's going on here? Is that a COBRA operation or not?"

"Oh, it's COBRA all right," you tell him, getting on your cycle. "Hop on, Iceberg, we've got to meet Sci-Fi. There's something strange about that woman and her van, and I want to see this base before COBRA and Ana Raz can do anything else."

"Sounds good to me, Wheels," says a mystified Iceberg, "even if I don't know what you're talking about."

Turn to page 65.

As the COBRA jet taxis down the runway, you see a set of strange vents and clamps on the back and bottom of the plane.

"I've got an idea," you say. "Iceberg, you go back to the cycle and call for backup. I know it's going to take a while to get here, but we're going to need some help whatever we do."

Looking down again, you can see the COBRA plane taking off. The huge wings easily take the small control cabin up in the air. You still can't understand why the wings are so large —as if they were meant to carry something much bigger and heavier.

"Sci-Fi, I know it's a mile away," you say, "but if you can hit those rear vents I think we can knock that plane out of the sky. Want to give it a shot?"

The laser gunner smiles. "No problem," he says as he sets his rifle sights for short range. Then Sci-Fi becomes deathly still and begins shooting. The plane is in the air and moving quickly, but shot after shot hits the same vent.

The COBRA jet responds to the attack. Turning in midair, it begins firing its huge guns at the hillside where you're hiding.

"We better get out of here, quick!" Iceberg shouts over the noise of the energy blasts. But Sci-Fi doesn't flinch. He's still got his laser rifle trained on the same vent, turning it white hot.

Turn to page 68.

The rocky cliffs you saw weren't real. They're holograms—3-D illusions created to camouflage the COBRA base. Now you find yourselves in the middle of the valley. You see a hundred COBRA copters and a hundred of their regular tanks. As if things aren't bad enough, Zandar and more COBRAs are moving up to intercept you They start firing! And the fight is on!

"Bazooka!" you shout over the noise of battle. "Start moving in between those COBRA vehicles with your squad."

"Gotcha, buddy," he says with a grin, and they all start moving and firing at the same time.

You do the same with your cycle but in another direction. You've already looked the valley over; there are several buildings at its center and you head for them

Turn to page 62.

You take the belt, pay the man, and leave. In a few minutes you meet Iceberg.

"Well, what happened?" he asks. "Is it COBRA or not?"

"Everything looked normal," you tell him, getting off your cycle and watching Ana drive up. "He knew I was an American. That could have been just a lucky guess. Something else tipped me off, though. That place has got to be COBRA's."

"What is it? Come on, Wheels, give."

"I asked him for an XJ7 belt for my bike and he had one," you say to Iceberg as Ana gets out of the van to join you.

"So what?" Iceberg asks.

"XJ7 belts are COBRA equipment."

"We got 'em!" Iceberg shouts.

"Got what?" Ana asks innocently.

"We have a good lead to COBRA over in Austria," you tell her. You can see the surprised look on Iceberg's face. You hope Ana hasn't noticed it.

"We didn't find anything at the repair shop," you add. You watch Ana closely for her reaction, but she just smiles and listens.

Turn to page 78.

At about 2100 hours COBRA cycles roll up to the garage and the door opens.

You've got them! You call for a G.I. Joe backup squad and get in behind the last COBRA. No one is going to notice one more cycle. Your plan works until you see Ana at the door.

Suddenly she throws off her red wig and under her coat she's wearing a COBRA uniform. It's Zarana, a deadly COBRA agent. Guess what? She has you covered!

"Are these plans what you're looking for, Wheels?" she asks sweetly. "They are the plans to my Snowbird jet. Soon my jet will link up with Destro's units in Africa, and COBRA will rule the world."

A ruby beam flashes out of the night sky and hits the roof above Zarana's head. It's Sci-Fi! But how could he have missed at this distance?

Then a huge roof snowdrift that has been forming all evening falls on Zarana and drives her to the ground. All that's visible is her hand with the plans in it. You take the plans and head up the ridge to join Sci-Fi.

"Nice shot," you tell him. "I guess Zarana's *really* undercover now."

"Well, you know those TV folks," Sci-Fi adds. "They're all a little flaky!"

THE END

Later, you wake to find yourself in bed back at the G.I. Joe command base. Iceberg tells you how he and Sci-Fi overcame the COBRA troops with the help of a G.I. Joe backup squad. Then they recovered the jet and found you inside. You're sorry to learn that Zarana escaped without a trace and that your cycle was wrecked.

Once you're back on your feet, you set to work examining the wreckage of the COBRA jet. But after weeks of careful work, you still can't make sense of this design. Obviously there are pieces missing—this isn't a completed weapon. Perhaps the G.I. Joe Teams in Africa and New Mexico will turn up the answer. But you'll just have to sit tight and wait. Your part in this mission is over

THE END

You push the cycle's throttle wide open and start moving like lightning down the hill to the COBRA base. Your rear afterburners make a smoke screen that ought to confuse the snakes and give Iceberg and Sci-Fi a little cover. Your forward-firing guns blast a clear path through the COBRAs in front of you and, with rockets from the cycle's side launchers, you try to make an opening in the security fence at the bottom of the hill. A lucky blast takes out a section of the fence and a wall in the main building. COBRA troops are fleeing in panic from the path of your cycle. They've never seen anything like your war machine and certainly aren't prepared to fight it.

You don't have much trouble getting into the base. The COBRA troops seem to have left this area and you're able to drive right in. But just when you think you've got the place to yourself, a COBRA tank turns the corner—and all of its weapons are pointed at you! Bullets, energy blasts, and cannon shells fly at you from the barrels of the COBRA tank. Only your unmatched driving skill keeps you from being filled with holes. The tank may be big, but it's not as fast as you are and can't maneuver as well. You race around another corner of the building and soon lose the tank—or so you think. Suddenly it comes through the wall and starts firing at you again!

Turn to page 52

Revving up your powerful cycle, you take a deep breath and attack! That gigantic machine of Destro's *has* to be vulnerable in some place!

You fire your energy cannon, side rocket launchers, and rear laser machine guns into the body of the COBRA war machine and hope for the best.

But your hopes are the only things that are shattered. Your weapon fire hasn't made a dent in Destro's device.

Destro's laughter rises above the sound of his engines. The mighty machine rumbles toward you. You turn and start to retreat.

But you have forgotten about your other enemies. Zartan and Zandar drop out of the trees onto you. They pull you to the ground

They have the drop on you now, Wheels. You might as well drop any plans you had of getting out of this alive! So drop the book before you have to read the gruesome details!

THE END

You are handcuffed and thrown into the back of the van. There is nothing you can do now, though you're desperately trying to think of a way to escape as the van moves down the mountain road. Unfortunately, you are knocked unconscious by one of Zarana's thugs. It looks as if your part in this mission is over. High overhead, the G.I. Joe backup team flies to the rescue of Sci-Fi and Iceberg. They see the van speeding along the road but think nothing of it. Nobody loves the open road more than you, Wheels—but this is one time you wish you were safe at home.

THE END

Bazooka isn't the best driver in the world, but he understands orders. When you radio him to use your cycle to blast the tank, he knows just what to do.

From the rear firing port you can see him mount your combat cycle and get it started. In just seconds he has all the weapons systems activated and trained on the tank. The last thing you see are the side-cycle missiles launching and flying at the back of the tank.

You hit the floor and feel the blast; the blaze blinds you. Moments later you can feel someone pulling you out of the burning ruin. It must be Bazooka, but you've been hit by flying metal and soon lose consciousness.

You wake up to find yourself in a hospital. You're there for over a month. But while you're there, you keep posted on what your teammates are doing. You hear that Bazooka has learned to drive your cycle and has been using it to stop other COBRA actions. You smile at the thought of that big fighter mounted on your cycle.

Your last thought before you drift off to a healing sleep is the hope that he hasn't become too fond of the cycle. You'd hate to have to arm-wrestle him for it when you are well!

THE END

For a brief second the armor of Destro's machine holds its form. Then, as you shield your eyes from the blinding light, the Cerberus Device turns white hot. Glowing like a fireball, it crumples and melts.

The remaining COBRAs flee. You have scored a big victory today.

"Hey, too bad, Wheels," a voice calls. You turn and see Roadblock, a grin on his face. "Looks like you're gonna have to walk like the rest of us, ol' buddy."

"Hey, listen," you tell him, your grin wider than his. "If that big, ugly war machine is out of the picture, I don't *mind* walking!!"

"Destro wanted to combine three COBRA machines into one unbeatable device," Lady Jaye says as you survey the wreckage of his machine. "He hoped jet wings, tank treads, and cycle tires would be unbeatable. But he didn't count on *our* secret weapon—Wheels!"

THE END

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#11

G.I. JOE

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OPERATION: WEAPONS DISASTER

BY JAMES M. WARD

YOU are a member of the GI Joe Team!
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the world will face ultimate disaster!
LIVE THE ADVENTURE!

LIVE THE ADVENTURE!

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Follow the directions at the bottom of each page. Then make your decision about what to do next.

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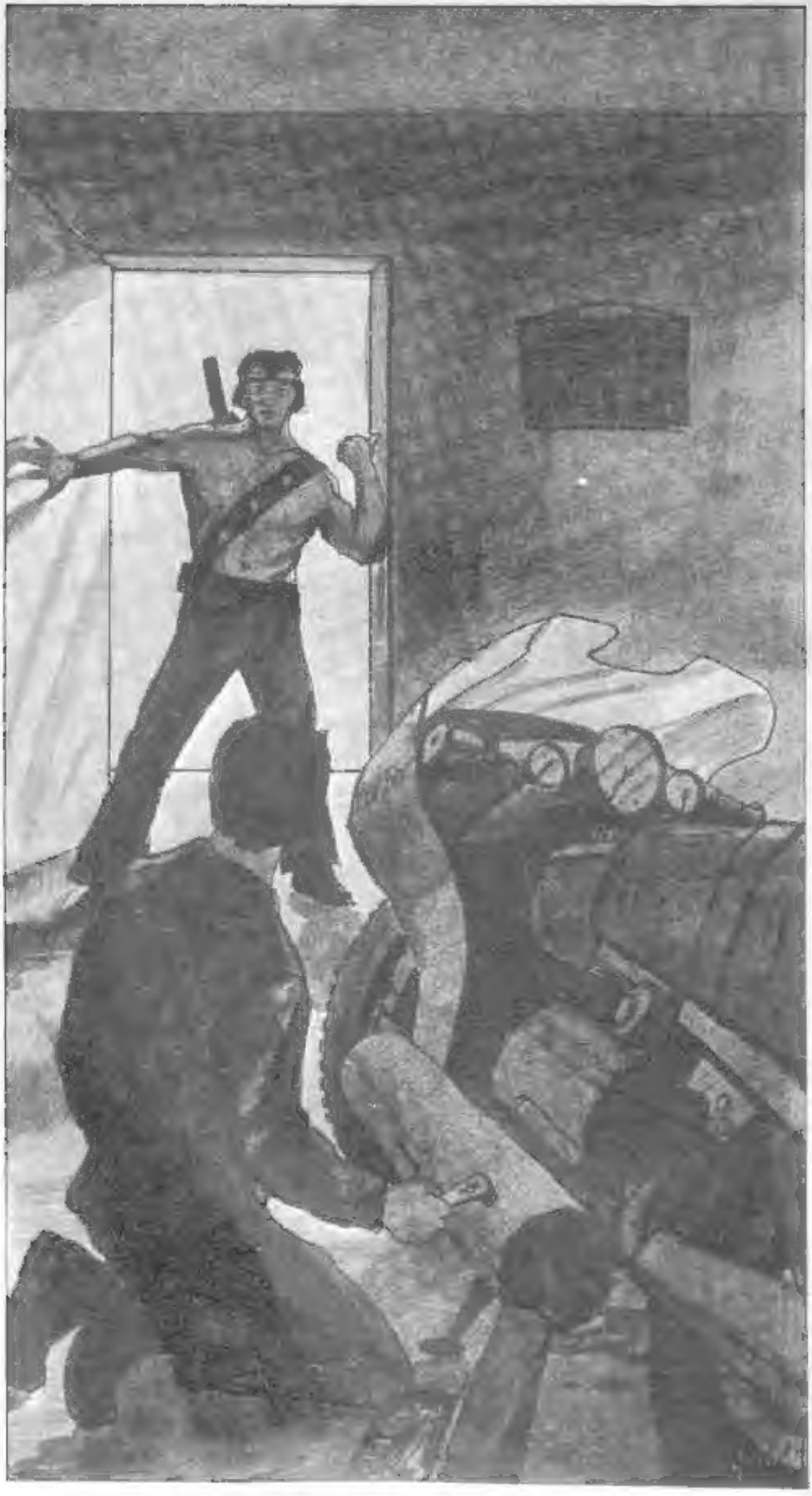
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